Swarup Srinivasan

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EDUCATION

University of Toronto, Honors Bachelor of Science **Sep 2018 – Apr 2022**
Computer Science Co-op, Entrepreneurship Stream, 4th year
CGPA: **3.85** / 4.0 – Dean's List of Academic Excellence
Teaching Assistant: Software Engineering (CSCC01), Operating Systems (CSCC69)

World topper of Computer Science, Cambridge International A levels

SKILLS

- **Languages:** Python, Java, C++, C, HTML, CSS, JavaScript, WebAssembly, SQL
- **Frameworks:** React, React Native, Vue.js, Flutter, Spring Boot, Pandas, Spark, TensorFlow, Keras, scikit-learn
- **Concepts:** REST APIs, Multithreading, Agile methods (SCRUM, Test Driven Development), CI/CD
- **Tools:** Git, Jira, Amazon Web Services, Microsoft Azure Cloud, Figma

EXPERIENCE

Amazon – Software Development Engineer Intern May 2021 – Aug 2021
- Leveraging AWS, Java Spring Boot, Node.js, Vue.js to develop apps for a Fulfilment by Amazon (FBA) team

BlackBerry – Software Developer Intern Sep 2020 – Dec 2020
- Developed a tool using WebAssembly to compile and execute a large analysis engine in-browser efficiently
- Debugged and fixed critical issues in multithreaded threat analysis engine used by **10+** applications using C#
- Increased vehicle simulation dashboard performance by **50%** by coding JavaScript logic using simulated sensors
- Built data conversion tool with Apache Thrift RPC framework in Python for efficient data flow between **5+** services

University of Toronto – Machine Learning Engineer Intern Jan 2020 – Apr 2020
- Led development of tool to predict job finances with **86%** accuracy by using natural language processing to build machine learning models with TensorFlow and Python using Azure Databricks' distributed computing
- Optimized data pipeline by **67%** by creating Spark ETL jobs in Python to process 1000+ docs of 500+ words each
- Decreased MySQL query time by **15 minutes** by creating module to automate query generation

Google Developer Student Club – Software Developer Jan 2020 – Jun 2020
- Increased essential resource accessibility by **10%**, by creating a cross-platform mobile app in a team of 4 using Flutter to provide offline access to resources such as local food banks and homeless shelters, with SMS (**GitHub**)

PROJECTS

Fitmotiv – (GitHub, Devpost) Jan 2021
- Mobile app to bring people together via exercise. Won **best use of Google Cloud** at Hack the North 2020++
- Technology: Express.js, CockroachDB, Swift, Google Cloud API, Vonage API, IBM NLU API

Virtual Queue Manager – (Website, GitHub) Jun 2020 – Aug 2020
- Web app to manage store queues with store searching and analytics, real-time queue monitoring, QR validation
- Technology: MongoDB, Express, React, Node.js, Google Maps API

Escape Room Game – (GitHub) Jun 2020 – Present
- 3D puzzle game with a ray-casting 'grabbing' system for players to move objects and escape the room
- Technology: C++, Unreal Engine

Spotify API Clone – (GitHub) Feb 2020
- REST API for a music player created using microservices to friend/follow users, like songs, create playlists, etc.
- Technology: Java, Spring Boot, MongoDB, Neo4j

Secure File Transfer System – (GitHub) May 2019 – Aug 2019
- System for secure file transfer from server to clients. Handles concurrent requests with 0% degradation in speed
- Technology: C, sockets, I/O multiplexing, UNIX